

yumeng ma

MASTER'S STUDENT · HUMAN-COMPUTER INTERACTION

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Education

Brown University

Providence, RI

SC.M IN COMPUTER SCIENCE

2022 - Present

GPA: 4.0 / 4.0

Coursework: UI/UX, Designing Humanity Centered Technology, HCI Seminar, Collaborative Robotics, Computer Graphics

Arizona State University

Tempe, AZ

B.S. IN COMPUTER SCIENCE AND PSYCHOLOGY

2019 - 2022

Barrett Honors College

GPA: 4.0 / 4.0

Summa Cum Laude

Thesis: "Assessing Exhibit Interaction through Bridging the Connections Between Biometrics and Traditional Tools"

Publications

* denotes equal contribution

CONFERENCE PROCEEDINGS

Zainab Iftikhar, **Yumeng Ma**, and Jeff Huang. 2023. "Together but not together": Evaluating Typing Indicators for Interaction-Rich Communication. In Proceedings of the 2023 Conference on Human Factors in Computing Systems (CHI '23). ACM.

Ian Gonsher, **Yumeng Ma**, Ivan Pineda-Dominguez, Matthew Lee, and Yuxin. 2023. The Mixed Reality Passthrough Window: Rethinking the Laptop Videoconferencing Experience. Human Interaction and Emerging Technologies (IHET-AI 2023): Artificial Intelligence and Future Applications.

Ian Gonsher, Mandy He, Kevin Hsu, Leon Lau, Arun Kavishwar, Jinha Kang, Maya Fleischer, Li June Choi, Vanessa Chang, Asad Khan, Ray Sun, Sicheng Li, **Yumeng Ma**, Michael Chandler, and Keyu Zhu. 2023. Integrating Interfaces into Furniture: New Paradigms for Ubiquitous Computing, Mixed Reality, and Telepresence within the Built Environment In Proceedings of the 6th Conference on Media Architecture Biennale. (MAB'23). ACM. (to appear)

EXTENDED ABSTRACTS

Yumeng Ma* and Jiahao Ren*. 2023. ProactiveAgent: Personalized Context-Aware Reminder System. In The 36th Annual ACM Symposium on User Interface Software and Technology (UIST '23 Adjunct). (to appear)

Research Experience

Brown University Department of Neuroscience (Paradiso Lab)

Providence, RI

GRADUATE RESEARCHER

2023 - Present

- Building a visual prosthesis software to help blind and visually impaired users locate and find everyday objects.

Brown University (Sonification Project for NASA)

Providence, RI

RESEARCH ASSISTANT

2023 - Present

- Collaborating with scientists from the Smithsonian Observatory and NASA to develop a sound and haptic enabled space visualization cross platform mobile app for visually impaired individuals.

University of California Los Angeles (HCI Lab)

Los Angeles CA

RESEARCH INTERN

2023 - Present

- Leveraging LLMs and personal agents to create a proactive reminder and suggestion app by taking in user context, history, and spoken interactions.

Brown University (Mixed Reality Window Project)

Providence, RI

DESIGN RESEARCHER

2022 - Present

- Introducing a new paradigm for the integration of AR into laptop and desktop displays, enabling local users to interact more easily and seamlessly with remote users during videoconferencing sessions.

Brown University (Robotic Arm Manipulation)

Providence, RI

STUDENT RESEARCHER

2023

- Performed and tested text-driven robot grasp tasks with CLIP-feature field in NeRF.

Brown University (HCI Lab)

Providence, RI

DISTRIBUTED RESEARCH EXPERIENCES FOR UNDERGRADUATES

2022

- Designed novel typing indicators and found that they enhance user co-presence in written communication through in depth surveys and interviews.

Arizona State University Department of Psychology (SoLET Lab)

Tempe, AZ

RESEARCH ASSISTANT

2022

- Conducted testing and evaluation of tutoring systems to optimize learning and educational practices for underrepresented groups.

NASA Psyche Mission

Tempe, AZ

COLLABORATOR

2021-2022

- Developed a web app that enabled users to interact with the Psyche Spacecraft model and conducted user studies with bio-metric data analysis, revealing that the app increased public engagement.

Industry Experience**Civillience**

Remote

PRODUCT MANAGER & UI/UX DESIGN INTERN | LIAISON BETWEEN FRONTEND AND UIUX

2023 - Present

- Leading the UI/UX team to design a web-based app with interactive health data visualizations and create reusable components for the design system to maintain consistency throughout the product.

Clocky

Remote

SOFTWARE DEVELOPER INTERN

2023 - Present

- Developing a new version of clocky.com using Shopify's Liquid language.

Awards, Fellowships, & Grants2023 **Tapia Celebration of Diversity in Computing Conference Scholarship**, Brown University2019 - 2023 **Microsoft DisAbility Scholarship**, Microsoft2022 **Google CS Research Mentorship Program (CSRMP) Fellowship**, Google2022 **Virtual Grace Hopper Celebration (GHC) Scholarship**, AccessComputig**Teaching Experience**Spring '22 **Information Assurance**, TA for Adam Doupe and Tiffany Bao, Arizona State University**Extracurricular & Work Activities**2022 - Present **Master's Representative**, Brown University CS Diversity Committee

Providence, RI

2021 - Present **Member**, AccessComputing2020 - 2021 **Microsoft Support / Xbox Advocate Contract**, Microsoft

Tempe, AZ

Skills

Programming	Python, C/C++, C#, Java, Unix/Linux, ROS
Web	HTML, CSS, Javascript, Typescript, React, Vue, APIs, Git
Game Dev	Unity, Godot
Data	Jupyter Notebook, MySQL, MATLAB
Design	UI/UX, Adobe Creative Suite, Figma, Wireframing, Fusion360, Blender
Hardware	Arduino, Rasberry Pi